Please amend the present application as follows:

Claims

The following is a copy of Applicant's claims that identifies language being added with underlining ("___") and language being deleted with strikethrough ("———") or brackets ("[[ ]]"), as is applicable:

1.   (Currently amended) A method for collecting data regarding a messaging session, the method comprising:

intercepting an incoming message <u>sent to a first network service</u>;

writing session information <u>relevant to the incoming message</u> to a thread-local variable; ~~and~~

providing the incoming message to ~~an associated system component~~ <u>the first network service;</u>

<u>sending an outgoing message from the network service to a second network service or a client;</u>

<u>intercepting the outgoing message sent by the first network service;</u>

<u>performing a thread-local variable lookup so as to retrieve the session information written to the thread-local variable;</u>

<u>instrumenting the outgoing message with the session information; and</u>

<u>providing the instrumented outgoing message to the second network service or client</u>.

2.   (Original) The method of claim 1, wherein intercepting an incoming message comprises intercepting an extensible markup language (XML) message wrapped in a simple object access protocol (SOAP) envelope.

3.   (Original) The method of claim 1, wherein intercepting an incoming message comprises intercepting a service request.

4.   (Original) The method of claim 1, wherein intercepting an incoming message comprises intercepting a service response.

5.   (Original) The method of claim 1, wherein writing session information to a thread-local variable comprises writing at least a session identification to the thread-local variable.

6.   (Original) The method of claim 1, wherein writing session information to a thread-local variable comprises writing at least one of a session identification, a source name of the sender of the message, a message type, a destination name of the intended recipient, and a message received time.

7.   (Canceled)

8.   (Currently amended) The method of claim ~~7~~ 1, wherein writing session information to a thread-local variable comprises writing session information to a thread-local variable using a simple object access protocol (SOAP) message handler.

9.   (Currently amended) The method of claim 1, further comprising storing session ~~information~~ data regarding the incoming message in a database.

10.   (Canceled)

11.   (Currently amended) The method of claim ~~10~~ 1, further comprising storing session data regarding the outgoing message to a database.

12.   (Canceled)

13.　　(Currently amended) A system for collecting data regarding a messaging session, the system comprising:

means for intercepting an incoming message <u>sent to a network service</u>;

means for identifying session information attached to the incoming message;

means for writing session information <u>relevant to the incoming message</u> to a thread-local variable; ~~and~~

~~means for providing the incoming message to an associated system component~~

<u>means for intercepting an outgoing message sent by the network service</u>;

<u>means for performing a thread-local variable lookup so as to retrieve the session information written to the thread-local variable; and</u>

<u>means for instrumenting the outgoing message with the session information</u>.

14.　　(Original) The system of claim 13, wherein the means for writing session information to a thread-local variable comprise means for writing at least a session identification to the thread-local variable.

15.　　(Original) The system of claim 13, wherein the means for writing session information to a thread-local variable comprise a message handler.

16.　　(Original) The system of claim 15, wherein the message handler comprises a simple object access protocol (SOAP) message handler.

17.   (Currently amended) The system of claim 13, further comprising means for storing session ~~information~~ <u>data regarding the incoming message</u>.

18.   (Canceled)

19.   (Currently amended) The system of claim ~~18~~ <u>13</u>, further comprising means for storing session data regarding the outgoing message.

20.   (Canceled)

21.   (Currently amended) A <u>physical computer-readable medium that stores a</u> system for collecting data regarding a messaging session, the system comprising:

logic configured to intercept an incoming message directed at a ~~system component~~ <u>network service</u>;

logic configured to identify session information attached to the incoming message; ~~and~~

logic configured to write session information <u>relevant to the incoming message</u> to a thread-local variable<u>;</u>

<u>logic configured to intercept an outgoing message sent by the network service;</u>

<u>logic configured to perform a thread-local variable lookup so as to retrieve the session information written to the thread-local variable; and</u>

<u>logic configured to instrument the outgoing message with the session information</u>.

22. (Currently amended) The ~~system~~ <u>computer-readable medium</u> of claim 21, wherein the logic configured to write session information to a thread-local variable comprises logic configured to write at least a session identification to the thread-local variable.

23. (Currently amended) The ~~system~~ <u>computer-readable medium</u> of claim 21, wherein the logic configured to write session information to a thread-local variable comprises a message handler.

24. (Currently amended) The ~~system~~ <u>computer-readable medium</u> of claim 23, wherein the message handler comprises a simple object access protocol (SOAP) message handler.

25. (Currently amended) The ~~system~~ <u>computer-readable medium</u> of claim 21, further comprising logic configured to store session ~~information~~ <u>data regarding the incoming message</u> in a database <u>and logic configured to store session data regarding the outgoing message in the database</u>.

26-27. (Canceled)

28.   (Currently amended) A <u>physical computer-readable medium that stores a</u> message handler ~~stored on a computer-readable medium,~~ comprising:

logic configured to intercept an incoming message directed at a ~~system component~~ <u>network service</u>;

logic configured to identify session information attached to the incoming message;

<u>logic configured to store information at least concerning the arrival time of the incoming message in a database;</u>

logic configured to write <u>the</u> session information <u>relevant to the incoming message</u> to a thread-local variable; and

logic configured to provide the incoming message to the ~~system component~~ <u>network service for processing</u>.

29-31. (Canceled)

32.   (Currently amended) A physical computer-readable medium that stores a message handler stored on a computer-readable medium, comprising:

logic configured to intercept an outgoing message directed at a system component network service;

logic configured to store information at least concerning the send time of the outgoing message in a database;

logic configured to perform a thread-local variable lookup to receive session information pertinent to the outgoing message;

logic configured to instrument the outgoing message with session information; and

logic configured to forward the outgoing message to the system component from the network service.

33-35. (Canceled)

36.   (Currently amended) A network service web server, comprising:

a processor; and

memory that includes logic configured to process requests sent from a client; a first message handler including logic configured to intercept an incoming message directed at the network service web server and logic configured to write session information to a thread-local variable; and a second message handler including logic configured to intercept an outgoing message sent by the network service web server and

logic configured to perform a thread-local variable lookup to receive session information

pertinent to the outgoing message.